

VICTORY LANE

A *THUNDER ROLLS* Card Game

RULEBOOK



BY RICHARD LAUNIUS

OVERVIEW

Victory Lane is a quick play *Thunder Rolls* card-driven game that captures the excitement of stock car racing using Action card play to move and perform racing maneuvers. Race cards transform each race into short, intermediate or superspeedway tracks, creating a different challenge for the players in each game.

Each player will control 1 primary car for which they will play cards to move and maneuver during the race. And depending on the number of players, they may control 1 or more NPD (*non-player driver*) cars that act as teammates, helping their car and hindering their opponents.

Like real stock car racing (*NASCAR Divisions*), each race will consist of 1 or more Stages with each Stage requiring a number of laps to complete. When a Stage ends, racing stops and points are scored for each car based on running order. If the final stage is complete, the race is over and each car scores End of Race points. If it is not the final stage, only the front 4 cars score Stage points, after which a Yellow Flag is performed enabling cars to pit and prepare for the next Stage.

The game is played in rounds. At the start of each round a Laps card is drawn by the first player and the events on it are resolved from top to bottom. The laps on the card are announced to the players and the card added to the Laps section beneath the flagman. Then each player takes their turn, starting with the first player and going counterclockwise they activate the cards in their play area from left to right. When activating your primary car, either play a card and perform the movement and maneuver or make a pit stop to draw Action cards. If you have no Action cards, you may also choose to run on fumes instead of pitting, a risky decision that may lead to *Victory Lane*. When activating your NPDs, you roll a die and perform the movement and maneuvers for the number rolled. Play then moves to the next player to your right (*counterclockwise*) until each player has completed their turn. A final step will be to activate rogue NPDs (*NPDs not controlled by a player*) if any are in the game. Then the round ends and if the Stage is not complete a new round begins.

When the laps of the final Stage are complete and End of Race points scored the player, whose primary car scored the most points is the winner. Points can be recorded on the Championship Scoresheet over 2 or 3 races in a single game session and added together to crown a champion or an entire season of all races can be run over several sessions with the results recorded on the scoresheet to crown a season champion in *Victory Lane*.

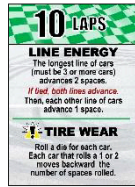


COMPONENTS

Along with this rulebook, the following components are in the game.



52 Action Cards



16 Laps Cards



8 Team Cards



1 Sideboard



8 Car Tokens + Stickers



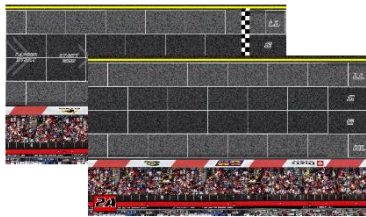
10 Race Cards



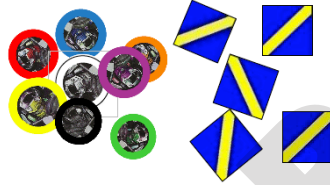
1 First Player Token



8 Color Dice



2 Double-sided Track Board



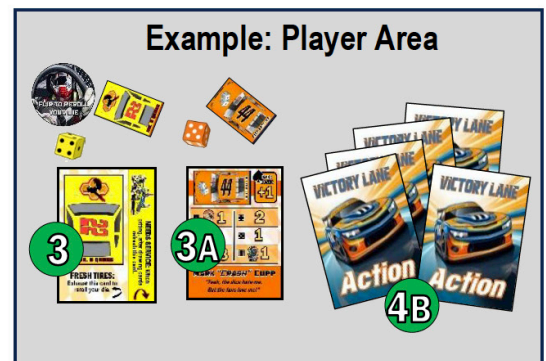
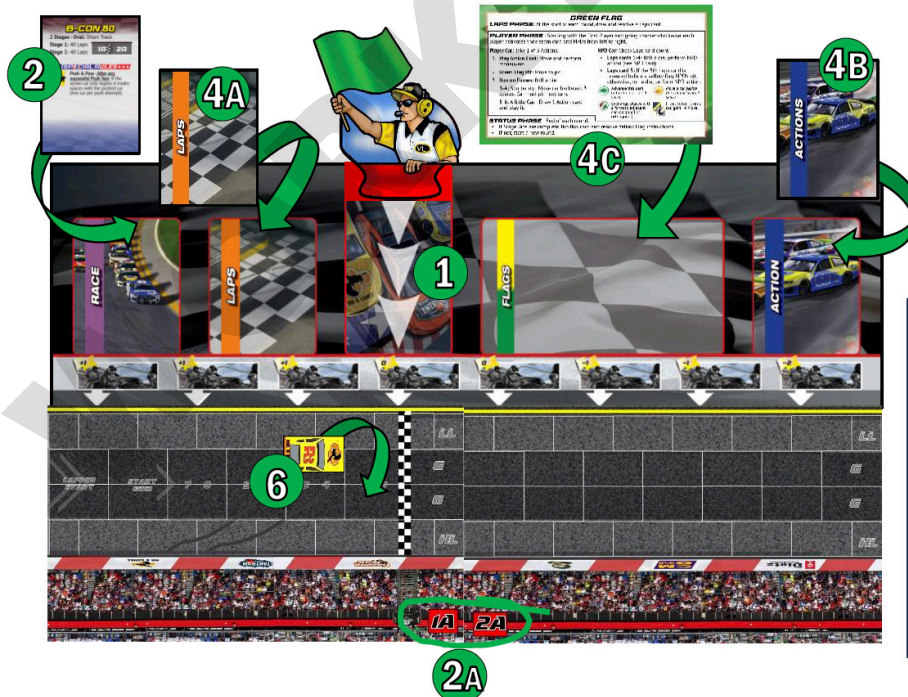
8 Team, 5 Move Over/Lapped



1 Green Flag/Yellow Flag Card and 1 Checker Flag Card

GAME SETUP

Follow the steps below to set the game up. This example is for a 4-player game.



❶ **Sideboard:** Build the sideboard by connecting the 2 puzzle pieces of the main board. Then connect the Flagman Puzzle piece as shown above. This should be located in the center of the play area.

❷ **Race Card:** The players choose a Race card. The information on this card includes the setting up of the Track Boards, the laps per Stage and special rules related to this track. The card should be read to the players then placed face-up on the Race space of the sideboard. For your first race we recommend using the **B-Con 80** Race card.

❸ **Track Boards:** The Track Icons identify the setup of the Track Boards below the sideboard.

Example: The B-Con 80 identifies the track boards set up with 1A to the left and 2A to the right.

Note: The starting grid will always be placed as the left tile in setup.

❹ **Team Cards:** Each player chooses 1 of the 8 Team cards. Team cards have 2 sides: Primary car – the large car side and NPD car – the small car side. Place the chosen card with the Primary car side face up in your play area (*in front of you*) with the Fresh Tires upright on the bottom of the card. This card identifies your primary car. Also take the matching color car token, color die and 1 reroll token and place them next to the card.

❺ **Non-Player Drivers:** After all choose primary car cards, turn the remaining Team cards to the NPD side (*small car image*). Deal these NPD cards evenly to each player when playing with 2, 3 or 4 players to be their teammate, placing any remaining NPD cards above the sideboard next to the Flagman to be rogue drivers. When there are 5 or more players, the remaining Team cards are automatically rogue drivers. Matching car tokens and dice are placed next to the NPD cards.

Example 1: In a 4-player game each player will have 1 Team card representing their primary car, and 1 NPD card representing their teammate.

Example 2: In a 3-player game each player will have 1 Team card representing their primary car, and 1 NPD card representing their teammate with the remaining NPDs cards being rogue drivers.

❻ **Card Preparation:** Take the Laps cards, Action cards and Green/Yellow Flag card.

Laps Cards: Shuffle the Laps cards and place the deck on the Laps space of the board.

Action Cards: Shuffle the Action cards. Then deal each player 5 cards. Then place the deck on the Action space of the board.

Hand Size: The hand size for each race is 4, but players will use 1 of their initial cards to qualify bringing their hand size to 4 at the start of the race.

Flag Card: Place the Green/Yellow flag card on the Flag space with the Green flag side face-up.

❼ **Tokens:** Place the Move Over/Lapped tokens near the Track for easy access. Place the Checker flag card to the side of the board and place the 8 Team tokens on the 0 (zero) space.

❽ **Team Qualifying:** To establish the starting order for the race the player will use the Stopwatch icon on the top right of the Action cards. The lower numbers represent the faster laps time and better starting position for the race.

Qualifying Number: The stopwatch numbers range from 1 – 54, with 1 being the best and 54 being the worst qualifying time. The lower the qualifying number, the better the starting position for the car. These numbers are only used for qualifying.



Note: Players should consider the value the card provides in the race as the better qualifying numbers are also better cards to play during the race.

The following Steps are followed to Qualify:

Step 1 - Garage: The player may improve their hand of cards in this step by discarding 1 Action card from their hand and drawing a replacement card. This is an optional action for the players representing the work the crew chief and pit crew perform on the car after practice on the track.

Step 2 - Team Qualifying: Each player places 1 of their 5 Action cards face down in front of their Team primary card to represent their qualifying time.

Step 3 - NPD Qualifying: A single Action card is dealt facedown to each of the NPD cards to represent their qualifying time.

Step 4 - Reveal Qualifying Cards: All qualifying cards are revealed simultaneously. Then starting with the lowest stopwatch number, each car is placed on the starting grid of the track using the starting grid choose rules. After each car is placed, the Action cards used for qualifying are discarded.

Starting Grid Choose:

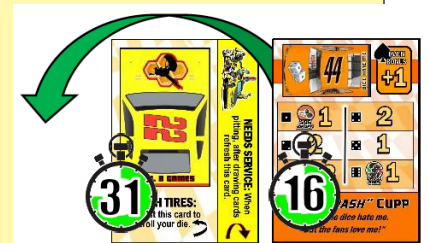
A) Starting Grid Choose: When placing a car on the starting grid, they must place the car on the front-most open Groove space behind the Start/Finish line of the lane they choose. They may choose to go behind another car already in place even if they could go further up in the other Groove Lane. Note: There are strategies as to why a player may prefer to start further back to be in a lane when the other lane would enable them to start closer to the front.

B) First Player: The first player token is taken by whoever placed one of their cars first on the starting grid (*primary or NPD car*). Once a player takes the first player token, it remains with them until the race is stopped by a Yellow Flag or Stage end.

Play Area Alignment: When you have more than 1 team card in your play area (*Primary/NPDs*) you arrange these cards from left (*the card of the first car placed*) to right as you place each car.

Rogue NPD Alignment: Rogue Drivers are also aligned based on qualifying order from left to right next to the Flagman.

Example Player Area Team Card Alignment: The yellow player has the orange car as an NPD. You chose an Action card from your hand of 5 cards with a qualifying number of 31. An Action card is dealt to the Orange NPD with the qualifying number of 16. The orange NPD will be placed before your primary yellow car on the starting grid so the order of the cards in your play area is adjusted with the orange NPD Team card being moved to the left of the yellow Primary Team card. When you take your turn, you will activate each car from left to right, so your orange NPD car will take a turn before your yellow car each round.



THE GAME IS NOW SET UP FOR RUNNING A RACE



PLAYING THE GAME

The game is played in rounds, with each round consisting of a Laps card being drawn and resolved followed by player turns in counterclockwise order (*left to right*) beginning with the first player. At the end of each round, the players compare the number of laps run to the laps required for the stage. If the required Stage laps are complete, play is interrupted with a yellow flag (*becomes Checker flag if final stage*). Otherwise, a new round is started. At the end of a Stage, points will be awarded based on the position of the cars on the track. If there are additional Stages to run, the Stage points will be awarded to the front 4 cars. If the end of the final Stage, Race End points will be awarded to with all 8 cars scoring points for their position on the track. The player's primary car with the most points at the end of the race is the winner. (*Except in Solitaire play*)

Game Round: Each game round is comprised of the Laps Phase, Driver Phase, and Race Status Phase. When all three phases are complete, start a new round unless a Stage has ended. When a Stage ends, resolve a yellow flag. Then based on the Race card either begins a new Stage or ends the race with the Checker flag.

I. Laps Phase: During the Laps phase, the player with the First Player token draws the top card of the Laps deck and resolves the events on the card from top to bottom. Once the events have been resolved, place the card face up on the Laps section space of the sideboard so that all Laps from previous cards remain visible.

Note: The events are mostly good, but situational benefits, often rewarding cars running in a line (*since multiple cars running together are faster than cars running alone*). Bad events, like a hazard conditions like cars running 2 or 3-Wide can only occur if the drivers put their cars in that situation.

II. Driver Phase: During the Driver phase, the First Player takes their turn activating their primary car card and NPD cards in their play area from left to right, after which the player to their right (*counterclockwise*) takes their turn and so forth until all players have completed their turn.

After each player has taken their turn, if there are Rogue NPDs, the player with their primary car last among the players activates the leftmost Rogue NPD. Repeat activation until all Rogue NPDs have been activated.

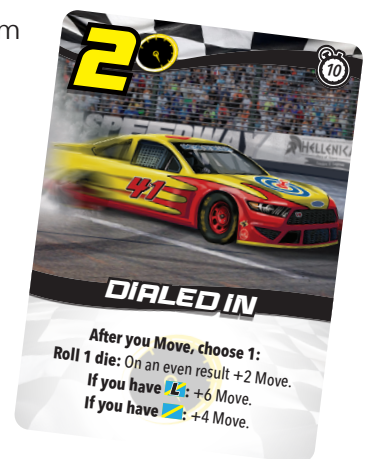
Note: It is possible that the activation of a Rogue NPD may change the position of primary cars on the track resulting in a different player's primary car running last. If this happens and there are more Rogue NPDs to activate, the new player with the last place primary car activates the next Rogue NPDs.

Player Primary Car Activation: The player will perform 1 of 3 actions; ① Play Action card, ② Green Flag Pit, or ③ Run on Fumes. Each is described below.

① Play Action Card: To move on the track, you play 1 of their Action cards to perform the movement and the maneuver of their primary car.

Movement Rules:

- Movement of the car is always forward, never sideways or backward.
- A car may push 1 or more other cars with their movement (*requires a risk test*).
- Pushing multiple cars with a single movement cancels the maneuver on the card. If the maneuver has already been performed, the car cannot push multiple cars. (*See Pushing and Risk tests*).
- Car Movement cannot be stopped to perform a maneuver. Once movement is started it must be completed, or brake (*stopping movement*) which ends the car's turn.



- Maneuvers are performed before or after the move as identified by the card's maneuver instructions.
- If failing a Risk test, the car's turn ends after the penalty is resolved even if there is more movement or a maneuver that could be performed.
- You are not required to perform all the movement or the maneuver on the Action card. You may brake (*stopping movement*) at any time, ending the turn for the car.

Maneuver Rules:

- The Action cards are specific as to when maneuvers can be performed in relation to movement. They may only be performed as listed.
- The maneuver is lost if the car pushes multiple cars as a single move during the turn. If the maneuver has already been performed, the car cannot push multiple cars as a single move.
- Only cards with Icons have Maneuvers, represented by the icon next to the Move and repeated in the bottom section. If the car only has a yellow number or symbol representing movement, the card does not have a maneuver and is not subject to push restrictions.

Note: Players do not draw a card after playing an Action card. Players may only draw a card by making a pit stop. As the Stage progresses, the cars begin to run out of gas.

② Green Flag Pit Stop: If you want to draw Action cards, announce that you are pitting. Move your car token laterally to the pits on the sideboard, placing the car in the pit that touches the back of the car token. Then announce your pit decision.

Gas & Go: The car remains in the pit box, then draws 1 card.

2-Tire Pit: The car moves backward 1 pit box, then draws 2 cards.

4-Tire Pit: The car moves backward 2 pit boxes, then draws 4 cards.

Discard to Hand Size: After drawing cards if you hold more than 4, immediately discard down to hand size.

Return to Track: Use the pit box arrow to move the car back onto the lane of the track. In most cases this will be the low line (*LL*), but in some races this can be the groove (*G*). If a car is in the space the arrow points to, move backward in that lane until there is an open space to place the car.

③ Run on Fumes: If you hold no Action cards and do not want to make a green flag pit stop, you can risk running out of gas by announcing you are running on fumes, rolling your die and consulting the chart below.

1-4) Sputtering: Move backward 3 spaces. End the car's turn and you must pit on your next turn.

5-6) A Little Gas: Draw 1 Action card and play it.



NPD Car Activation: NPDs activate as part of a player's turn when in their play area as a teammate, or at the end of the player round if they are Rogue NPDs. While these are two different activations, the basic process is the same.

Racing Action: The action of the NPD is based on the number of the Laps cards drawn for the Stage.

1 - 4 Laps cards: When there are 1-4 Laps cards in play (*including the one for the current turn*) the player rolls the NPD die and consults the NPD card to establish the movement and maneuvers for the turn. The player then executes the movement and maneuvers in any order but cannot break up movement when performing maneuvers.



NPD Maneuvers:



Crossover: Before or after moving, if there is a car in any forward orthogonal or diagonal adjacent space, they exchange places with one of the cars.



Draft: Before or after movement, advance the entire line the car is in 1 space.



Side Draft: Before or after movement, choose a car beside this car and move it backward. This may cause other cars to be moved backward as well.

NPD Maneuvers:

Lost Maneuvers: Maneuvers are lost if they cannot be performed.

NPDs Driving Decisions: The activating player has full control to perform or not perform all the Actions (*Move or Maneuvers - exception Solo play*), but the player must always perform a minimum of actions on the NPDs card, if possible, as noted below:

1 Action: The player must perform this action, which will always be a Move.

2 Actions: The player must perform 1 Action (*Move or Maneuver*).

3 Actions: The player must perform 2 Actions (*Move & Maneuver or 2 Maneuvers*).

To choose a Maneuver, the car must be able to perform the Maneuver.

Exception - in a rare situation that the NPD has 3 Actions and no viable Maneuvers before or after the Move, the player can perform the Move only.

NPD Strategic Note: The NPDs act as teammates to the player activating them and can be used to help you and hinder your opponent's when you activate them. But they also try to win the race, especially when playing solo. (*See solitaire play for special rules*)

NPD Pit Stop - 5th Laps Card: Unless there has been a Yellow Flag during the Stage, the NPD performs a Green Flag Pit Stop the turn the 5th Laps card comes into play. NPDs do not make Green Flag Pit Stops like player primary cars. NPDs simply announce that they are pitting and miss their turn.

NPD Yellow Flag Pit Stops: NPDs always make a Pit stop on a Yellow Flag and go into a pit box just like the primary cars. When pitting on yellow, they roll a die to determine their time in pits and if rolling less than 3 they change the die to a 3 and place it on the car in the pits. (*See Yellow Flag*)

Rogue NPDs: Rogue NPDs are like teammate NPDs with the exception that they are not associated with any player. Therefore, the player that activates them is constantly changing during the race.



Activating Rogues NPDs: After all players have completed their turns, The Rogue NPDs are activated from left to right by the player with their primary car running last. Rogue NPD activations are conducted like any other NPD activation, with you treating the car as if they are your teammate.

Last Place Changes During Rogue Activation: If the last place primary car changes during the resolution of the Rogue NPDs, the player activating the next Rogue NPD changes as well. Continue until all Rogue NPDs have been activated

Tied For Last Place: If 2 player cars are equal on the track in last place, the car closest to the HL (*wall and grandstands*) is considered to be last.

III. Race Status Phase: In this phase the players check the total Laps played in the stage and compare it to the Stage Laps on the Race card. If the required laps have been completed, the Stage ends. Flip the green flag card to the yellow flag. If completing the final Stage, place the checker flag on the flag space. And conduct end of race scoring. If the total Stage laps have not been complete, start a new game round.

Scoring Points: At the end of each Stage, cars score points based on their running order. The points are identified on the Checker Flag card as well as below:

Stage End: At the end of a Stage with another Stage to run, only the top 4 cars score Stage points:

Stage Scoring: 1st Place - 3 Pts, 2nd Place - 2 Pts, 3rd & 4th Place - 1 Pt Each.

End of Race: At the end of the final stage, the End of Race scoring is performed where each car scores points based on the running order 1st - 8th.

End of Race Scoring: 1st Place - 10 Pts, 2nd Place - 8 Pts, 3rd Place - 7 Pts, 4th Place - 6 Pts, 5th Place - 5 Pts, 6th Place - 4 Pts, 7th Place - 3 Pts, and 8th Place - 2 Pts.

Scoring Tied Cars: If cars are tied, the cars race for position. A die is rolled for each car with the higher number winning the position. Cars that have rerolls may use them to reroll this racing test.

If the dice for the cars are the same number, they lose control (*see below*).

Losing Control: If the two cars roll the same number, they lose control, and both move backward 2 spaces. If still tied for points, the process continues until the order is determined. Either car may brake before rolling, allowing the other car to win the position.

Example of Cars Tied for Position: The blue and yellow cars are tied at the end of the race, and each rolls a die. The blue die of 5 beats the yellow die of 4 to win the position.



Victory: At the end of the race, the player of the primary car with the most total points is the winner, celebrating in *Victory Lane*. If player points are tied, the primary car finishing the race with the highest position is the winner.

Playing Multiple Games: The players may wish to play 2 or 3 games in a game session before establishing the winner. When doing so, record the total points for each car after each race and total them when the chosen number of races have been completed to establish the winner. If cars are tied for the win, the car with the most wins in the races is the winner. If still tied, the players share the victory.

Players can choose to run a Championship Season where the total points after running all of the races determine the winner. Points are recorded to the scoresheet after each race when running a Season.

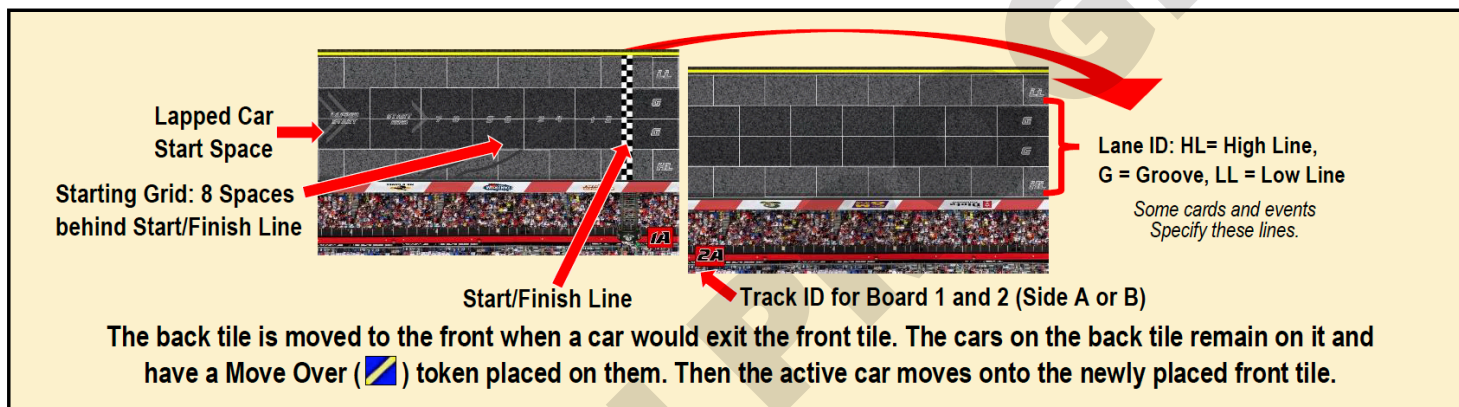


IV. Key Concepts: There are a few key concepts that the players should understand prior to playing the game. These concepts are covered in this section with each item being listed in alphabetical order. Once the players familiarize themselves with this section, they are ready to play the game.

Action Cards: Action cards provide the movement and maneuvers for each player's primary car.

Each Action card has a number in the top left corner identifying the movement and a maneuver icon if the card provides a maneuver. The icon is also shown in the text box on the bottom of the card with a description of when and how to perform a maneuver, gain a bonus, and in some cases a risk test.

Advancing Track Tiles: When a car would advance off the front Track Tile, carefully pick up the back Track Tile and move it to the front, sliding both tiles back into the middle of the play area. Place a Move Over () token on all cars that were on the back tile when moved to the front. These tokens identify cars at the end of the lead lap. Then, the active car completes their movement onto the newly placed front Track.



Car Reroll Ability: Each Team Primary card provides 1 reroll for the player's car. NPDs do not have any reroll abilities.

The player may use their reroll ability any time they roll a die. When used, the Team Primary card is exhausted (*turned to the side so the Worn Tires section is at the top*), representing that the tires are worn. When the player pits a car that has Worn Tires, they turn the card upright to show Fresh Tires and reactivate the reroll ability.

NPDs do not have any reroll abilities.

First Player Token: The First Player token is given to the first player placing a car of their play area cards on the Start/Finish Line (*primary car or an NPD car*). This token remains with the player until the race stops with a yellow flag. During the yellow flag this token is once again given to the first player placing a car of one of their play area cards on the Start/Finish Line (*primary car or NPD car*). The first player rules are as follows:

- The player with the First Player token will draw and resolve the Laps card at the start of each round prior to taking their turn.
- The player with the First Player Token will take their turn first each round regardless of the position their primary car is currently running on the track.



- The First Player token remains with the player gaining it in qualifying until the race is stopped for a yellow flag. Prior to the restart of the race, the First Player token will move to the player that first places one of the cars of the cards in their play area (*primary car or NPD car*) on the starting grid first.

Green Flag Pit Stop: On a player's turn, they may choose to make a green flag pit stop rather than play an Action card to move. When making a green flag pit stop, the following steps are taken.

- 1 **Move Car to Pit Box:** Announce that you are pitting and move your car token laterally to the pits on the sidebar, placing the car in the pit that touches the back of the car token.

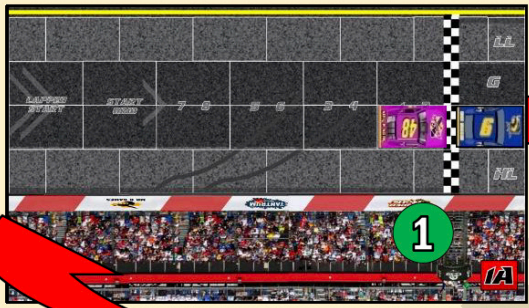
Show the details on the Green Flag for Pit stop examples of Moving to Pits and Returning to Track

- 2 **Pit Decision:** You have 3 options for your pit stop, each letting you draw a different number of Action cards. Drawing more cards requires more time spent on the pit stop, simulated by moving the car backward pit boxes for longer pit stops. Your decision is between the 3 options below:

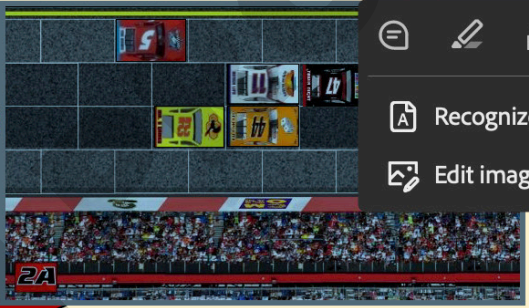
Gas & Go: The car remains in the pit box, then draws 1 card.

2-Tire Pit: The car moves backward 1 pit box, then draws 2 cards.

EXAMPLE: Rotate Track Tiles and Move Over Tokens

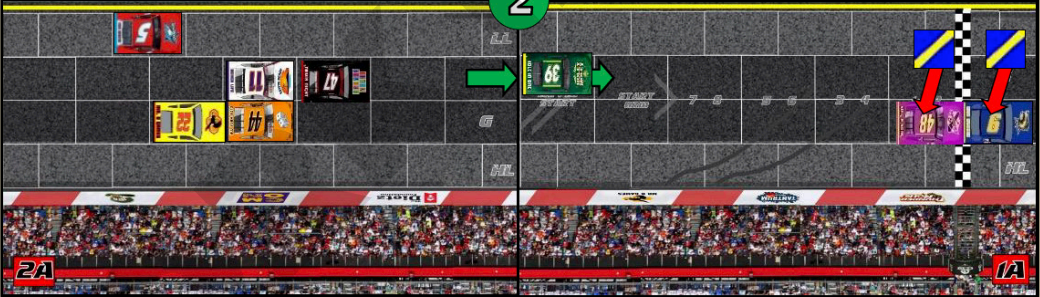


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Step #1: In the example, the green #39 car is moved to the pit box. When the car is moved, movement is simulated by moving the car token backward and the back of the car is picked up with the car in place and rotated to the front, sliding the front Track tile backward.



2A

Rotate Tiles Step #2: After the Track tiles have been rotated. Move Over tokens are added to the blue #9 and purple #48 showing that they are tail end of the lead lap. If the leader passes them, they flip their car token to the lapped side. Hopefully the #9 and #48 can move off the front and onto the back Track tile on their next turn and discard the Move Over tone.

4-Tire Pit: The car moves backward 2 pit boxes, then draws 4 cards.

Quick Pit Event: If the current event card shows Quick Pit, this is an ongoing passive event that enables cars that pit during the round to draw 1 extra card. When active, each pit decision would let the player draw 1 extra card.

- 3 **Draw Action Cards:** Draw the number of Action identified on the pit decision. Immediately discard down to 4 cards if you hold more after drawing.

- 4 **Return to Track:** Use the pit box arrow to move the car back onto the lane of the track closest to the pits. In most cases this will be the low line (LL), but in some races this can be the groove (G). If a car occupies the space the arrow points to, move backward in that lane until there is an open space to place the car returning to the track.

Hand Size: The Action card hand size is 4. You may draw cards to exceed the limit but must immediately discard down to 4 cards.

Lapped Cars: When a car has a Move Over () token on it and is passed by the leader of the race, the Move Over token is flipped to the LAP side, showing it is no longer on the same lap as the other cars. Lapped cars are behind all lead lap cars regardless of their position on track.

Regaining the Lap: A lapped car can get their lap back as noted below:

1) Passing the Leader: When a lapped car passes the leader of the race, the Lapped token is flipped back to the Move Over side to show the car is once again on the tail end of the lead lap.

2) Yellow Flag: When a yellow flag occurs, when cars return to the track, cars with a Lap token are placed on one of the Lapped Start spaces and discard the Lap token.

Laps Cards: A Laps card is drawn during the Laps phase of every round and will have 1 or 2 events that are resolved from top to bottom.

- The events on the card are resolved from top to bottom.
- Events are defined on each card and some events may cause a die to be rolled for each car to gain a bonus or penalty.
- Quick Pit is an ongoing passive event providing a bonus for each player that pits during the turn.
- After resolving the events, the card is added to the Active Laps display so the total laps are always visible.
- The total laps are used during the Race Status Phase to determine when a stage has ended.

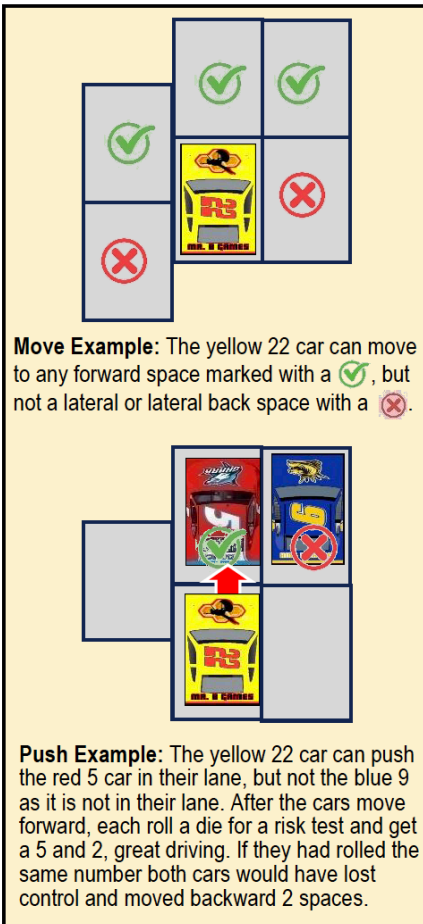
Thematically, each turn represents several laps and the car movements the changes that occurred during those laps. The position of the cars at the end of each round represents the overhead view of the track, much like an overhead view on television of a race in progress.



Laps Card Example: The Line Energy and Tire Wear events are resolved. Then the card is added to the previous Race cards on the Active Laps display of the sideboard. The addition of this card brings the laps run to 30.



Moving: The players move their cars based on the Move number of the Action card played (see *Action cards*). Movement on the track has the following rules:



1) BASIC MOVEMENT: Movement is always to a forward space, orthogonal in the same lane, or diagonal to an adjacent lane. Moving from the Groove to the Low Lane or High Lane moves to a half space, which is allowed as it is forward movement. The same rule applies when returning to the Groove from the High or Low Lanes.

2) PUSH MOVEMENT: Movement may push 1 or more cars in the same lane directly in front of the active car, advancing all affected cars forward in the lane. Push movement requires a Push Risk Test of all cars.

Push Risk Test: When movement advances a car into forward space directly in front of it occupied by a car, both cars are moved forward. This may push even more cars in their lane. Important: Cars may not push diagonally. Push movement is always forward in the same lane.

After advancing the cars 1 space, a die is rolled for each car advancing, placing each die on their matching color car for easy comparison. When adjacent cars have matching die numbers, those cars fail the risk test.

Risk Test Reroll: Starting with the front primary car, each player may choose to use their reroll token on their primary car failing a risk test to reroll their die. Starting at the front, each player can decide to reroll (*flipping their Reroll token*) or decline. If they decline, the next player can make the decision, and so on until all player primary cars have rerolled or passed. Once a player passes, they cannot decide to reroll later.

After rerolls are resolved, adjacent cars with matching die numbers are moved backward 2 spaces. The penalty is resolved from front to back, with the front car taking the penalty first.

When the active car is penalized for failing a Risk test, their turn ends immediately after performing the penalty.

Penalty Placement Rule: Cars moving backward remain in the same lane. When a car moving backward would be placed in a space with another car, the penalized car continues to move backward in the same lane until it can be placed on an open space.

Multiple Pushes During a Turn: Pushing one or more times on a turn requires a Risk test for each move with a push. Movement is interrupted to perform the Risk test, then continues if the push is successful.

Multiple Cars Push Penalty: When a push advances 2 or more cars (*not counting the active car*), the active car is penalized by losing the maneuver on their card. If the maneuver was used prior to moving, the car may not push multiple cars with their movement.

Braking: Braking is a special action the player may choose to end the turn for a car. When you announce that you are braking, the car may not move or perform a maneuver. Play immediately advances to the next car in the round. Note: When braking NPDs, keep in mind that they must perform 1 or 2 Actions prior to Braking depending on the number of Actions they have for the turn.

Move Over Token: The Move Over () tokens are used to identify cars on the tail end of the lead lap. They are added to cars when performing the advancing track tiles when the leader is advancing off the front track tile,

causing the back track tile to be rotated to the front. A Move Over token is placed on each car that was on the back tile to identify that those cars are on the tail end of the lead lap. **IMPORTANT:** Tracks only rotate when the leader moves off the front Track tile. When a car with a Move Over token on it moves off the front Track tile, that car is placed on an adjacent space on the back tile and removes the Move Over token.

Removing the Move Over Token: The Move Over token may be removed when a car on the front Track Tile advances off it onto the back tile, or by being passed by the leader resulting in flipping the Move Over token to the Lapped side.

NPD Cars: Cars that do not have a player are called Non-Player Drivers (NPDs). These cars are represented by NPD Team side of the Team cards. They are distributed equally to the players (*so in a 4-player game each player is given 1 NPD card*). If there are any NPDs left over after distributing evenly to players, those NPDs are considered Rogue NPDs and are placed above the board next to the Flagman. Important: All 8 cars are used in every game, either as player Team cars, or NPDs that become teammates (*when dealt to players*) or Rogue if placed next to the Flagman.

Controlling Teammate NPDs: The NPDs in your play area are activated along with your primary car from left to right on your turn. You make all decisions for your NPD cars related to move and maneuvers. Maneuvers for NPDs can be activated before or after movement, but movement cannot be broken to perform movement. NPD cars are scored individually.

NPDs Driving Decisions: The activating player has full control to perform or not perform all the Actions (*Move or Maneuvers - exception Solo play*), but the player must always perform a minimum of actions on the NPDs card, if possible, as noted below:

1 Action: The player must perform this action, which will always be a Move.

2 Actions: The player must perform 1 Action (*Move or Maneuver*).

3 Actions: The player must perform 2 of the Actions (*Move & Maneuver or 2 Maneuvers*).

To choose a Maneuver, the car must be able to perform the Maneuver.

Exception - in a rare situation that the NPD has 3 Actions and no viable Maneuvers before or after the Move, the player can perform the Move only.

NPD Strategic Note: The NPDs act as teammates to the player activating them and can be used to help you and hinder your opponent's when you activate them. But they also try to win the race, especially when playing solo. (*See Solitaire play for special rules*)

NPD Pit Stop - 5th Laps Card: Unless there has been a Yellow Flag during the Stage, the NPD performs a Green Flag Pit Stop the turn the 5th Laps card comes into play. NPDs do not make Green Flag Pit Stops like player primary cars. NPDs simply announce that they are pitting and miss their turn.

NPD Yellow Flag Pit Stops: NPDs always make a Pit stop on a Yellow Flag and go into a pit box just like the primary cars. When pitting on yellow, they roll a die to determine their time in pits and if rolling less than 3 they change the die to a 3 and place it on the car in the pits. (*See Yellow Flag*)

Rogue NPDs: The Rogue NPDs are like Teammate NPDs with the exception that they are not associated with any Team (*or player*). Therefore, the player that activates them changes during the course of the race.

Activating Rogues NPDs: After all players have completed their turns, The Rogue NPDs are activated from left to right by the player of the car running last among the players. In this activation, the activating player treats them as if they are their Teammate for the turn.



Last Place Car Changing During Rogue Activation: If the last place player car changes during the resolution of the Rogue NPDs, the player that dropped into last among players will activate the next Rogue NPD. This will continue until all Rogue NPDs have been activated

Tied For Last Place: If 2 player cars are equal on the track in last place, the car closest to the HL (*wall and grandstands*) is considered to be last.

Races Cards: There are several Races cards that create a different type of track, and racing experience for the players. Short tracks are usually shorter racing but also a lot more contact between cars (*promoting Push Movement*) while the Intermediate Tracks are a mix of High Line and Low Line bonuses with a mixed feeling of both the Short Track and the Superspeedway. The Superspeedway recreates the required drafting and high speed that requires players to work together and stay with the pack.

Each Races card identifies the placement of the Track tiles (*A or B side*), the number of Stage and the Laps for each Stage and special rules for the race.

Example of Races card.

Risk Tests: Risk tests represent track hazards related to driving the car to the edge of control or running in a pack of cars too wide for the track. The Push movement is a Risk test, but there can be others. Risk tests always involve rolling a die and comparing it to a risk number on a card, or to adjacent cars when pushing or side by side by side cars running 2 or 3-wide. Each is explained in more detail below:

2/3-Wide Risk Test: A 2/3-Wide risk test will occur when directed by Racing card events. It only applies if there are lanes with cars adjacent equaling the number of the event. Each car adjacent to other cars in the three lanes roll a die and place it on the matching color car token. Any side-by-side adjacent cars rolling the same number lose control and are moved backward as directed on the event.

Players may choose to use a reroll. NPDs do not have any reroll capabilities.

Reroll Token Timing - Risk Test: The front-most car must choose to reroll or pass before other cars must decide. Additionally, the inside lane cars must decide prior to other cars tied with them for position, moving outward. Likewise, the front-most and inside lanes are moved back first until all cars suffering the penalty are placed.

The penalty for a 2/3-Wide Risk test failure is to move backward 2 spaces in the car's lane.

Action & Race Card Tests: Each card is very specific about the number required to roll and the penalty for failure or bonus gained. Most of these events will provide a bonus with no failure penalty.

Push: All cars advancing in a push roll a die and place it on the matching color car token, including the active car that pushed. Adjacent matching numbers are moved backward 2 spaces in the same lane. Players may use their reroll during push Risk tests to reroll their die. (*see Moving - Push*)

3-Wide Risk Test Example: There is a pack of cars when the Racing card event is 3-Wide Risk Test. Looking at the track the white 11 car, the red 5 car and the orange 44 car are running 3-wide and must take the Risk test. The die rolls are White 4, Red 5 and Orange 5. The Red and Orange roll the same number and are adjacent, so they suffer the backward movement penalty. **Note:** If the red die had been a 4 and the White die a 5, no adjacent cars would have rolled the same number, avoiding the 3-wide penalty.

Penalty Placement Rule: When a car is moved backward on the track to a space occupied by another car, continue to move the penalized car backward until it can be placed on an open space. If lane ends (*Stands or Out of Bounds*), move the car to the closest lane and continue backward movement.

Reminder: Whenever the active player fails a risk test and is moved backward, their turn ends even if they have additional movement or maneuvers to perform.

Running Order: During the race there will be times where 2 cards are equal in which 1 of the cars is identified by a Laps event card to perform some action. When this occurs, the car to the inside (*closest to the LL*) is considered to be in front of the car to the outside (*closest to the HL*).

This does not apply when cars are tied for scoring points and the points. At the end of a Stage or Race End, cars that are tied race for position (*after all they are racers*) and roll a die with the highest number gaining the better position. If they roll the same number, both lose control and back up 2 spaces. If still tied and racing for points, they repeat the die roll and continue until 1 of the cars wins the position.

Note: Either player could brake and give the position to the other car. NPDs never brake.

Stage: Each race is made up of 1 or more stages, usually 2. Each Stage is measured by laps run which appear on the bottom of the Racing cards drawn at the start of each round. A Stage ends at the end of the round that the required laps for the Stage have been run. When a Stage ends that is not the final Stage of the race, Stage points are scored by the front 4 cars. Then a caution is conducted lining up the cars in a single line in running order. A Yellow Flag Pit occurs, after which the cars are positioned on the starting grid, the Racing cards and NPD cards are shuffled and the First Player token given to the player placing their car on the starting grid first. The NPD cards are given to the player on the right of the First Player (*the last turn player each round*). Then a new round begins. When the final Stage of a race ends, the black & white checker tokens for end of race are awarded to cars for their final running position.

Yellow Flag: A Yellow Flag brings the race to a stop enabling trailing cars to catch up, everyone to pit, and lapped cars to become unlapped. Change flag to yellow and perform the steps below:

Note: This Section should match the Yellow Flag Card. More detail in some areas.

① - Shuffle Decks: Shuffle Action deck. If the end of a Stage, shuffle the Race deck. Then place each deck on their respective spaces on the sideboard.

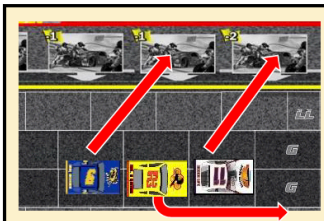
② - Line Up: Line up cars single file on track in running order 1st to last. Cars with Move Over tokens or Lapped fall to the back placing Move Over first in running order followed by Lapped in running order. Then remove the Move Over tokens. Lapped cars remained on their lapped side. Note: If end of Stage, points awarded to the top 4 drivers.

③ - Decision to Pit or Stay Out: Starting at front, each car either moves to the front-most open pit box or moves to the front-most starting grid space in the lane of their choice.

Important: NPDs must pit if their card is upright during on a Caution for Rain or Debris. NPDs always pit at Stage End.



4 - Pit Stop: After all the cars that wish to make a pit stop are on pit boxes the following activities occur.



EXAMPLE - PIT DECISION: After the cars lined up, starting with car #11 driven by a Melissa as a player car and she decides to pit, moving to the front pit box that provides a -2 modifier. Car #22 driven by Sean as a player car decides to stay out and moves to the Start finish line taking a frontmost space on the Groove. The #22 will become the First Player. Next is car #9, an NPD car controlled by Sean. It is required to pit so it is placed in the pit box behind the #11 car. The process continues until all cars are in the pits or on the Starting Grid.

A) Player Car: Each player simultaneously places their die on their car showing the number of Action cards they want to draw (1-6). The player can freely set the die to any number.

B) Card Draw: Players now draw cards equal to the number on their die. After drawing cards, discard them down to the hand size of 4.

C) Turn Upright Team Cards: Players with their Team card sideways turn their card upright, restoring the reroll ability.

D) NPD Cars: Players roll dice for their NPDs after players have placed their dice to create a randomized pit stop. Any roll of less than 3 is changed to a 3 for the NPD dice placement. If mid-stage caution for Rain or Debris, turn the Pitting NPD card sideways. If the caution is the end of a Stage, turn the NPD card upright.

E) Pit Box Modifier: After all players and NPDs have resolved their pit stop, the dice on cars are changed based on the Pit Box modifier.

F) Return to Track: Cars exit pits to starting grid by lowest die number (*after modified by pit box*). The first car placed on the Starting Grid (which would be a car that stayed out rather than front-most car exits first on ties. Note: Lapped cars must be placed on the Lapped Start Grid spaces, then are flipped to lead lap side.

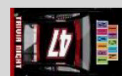
G) First Player Token: The first car placed on the Starting Grid gains the First Player token. If a one or more cars did not pit, the first one placed on the Starting Grid gained the First Player token. If not, the first player car from the pits gains it.

H) Team Card Realignment: Each player realigns their Team cards in their play area left to right based on their position on the Starting Grid, cars placed closest to the Starting Line (*use cars closest to LL lane to break ties*) have their Team card leftmost in the player area.

I) Reset Track Boards: The Start Grid Track board is rotated to be the back-most tile if not already positioned there.

J) Restart Race: Flip the flag card from Caution to Green Flag. Start a new round with the First player.

LAPPED CAR RESTART EXAMPLE: Your black #47 car was lapped prior to the yellow flag. When exiting the pits, you must place this car on one of the 2 Lapped start spaces at the back of the Starting Grid. Then discard the Laps token from it.



OPTIONAL RULES

The following optional rules may be used by players. Players may choose to use one, two or all the optional rules as they best fit with their group's desired play level.

I. Team Play: When playing with 2, 3 or 4 players team play may be used. When using Team Play, all their NPD car(s) are scored with the player car for a final team score. The winner is the player with the highest total team score.

Teams with 8 Players: When playing with 8 players it is also fun to create teams of 2 players each. If playing a season or multiple races the individual scores should be used to crown a champion, but if playing a single race the players may prefer to total each team's points for a final winner.

SOLO PLAY

The game may be played solitaire using the base rules. When playing solitaire, the following additional rules and clarifications should be used.

1) NPDs are not considered Teammates: While all will be placed in your play area, you must use the following rule for NPD activation.

A) NPDs always use all Movement and Actions to their best ability.

B) NPDs never brake.

C) NPDs will always use their negative maneuvers against the player's primary car when there is a choice between the primary car and another NPD.

D) NPDs do not pit on a yellow flag unless the player is pitting their car.

2) NPD Lane Choose: When placing NPD cars on the starting grid the NPD will always take the front-most open space available. When spaces are equal, they choose the lane closest to the Low Line (LL).

3) Multi-Races: When playing solitaire, it is recommended that the player use Championship Play rules, scoring points over multiple races. It is recommended to run a minimum of 4 races for solo play.

Championship Play: The Championship is a series in *Victory Lane* using old-school scoring where 10 of the Races cards. Your group sets the schedule and can even choose 1 or 2 Races cards to be run twice or make all Races cards chosen to be only raced 1 time. After each race, the new race points are added to the previous total and written in the small yellow box of the score sheet. At the conclusion of the final race, the car with the most total points is the winner.

Racing Tips: There are many strategies for players to use when playing *Victory Lane* that reflect actual stock car racing that are included here as racing tips. It is a good idea for these to be covered with the players in their first game.

Pit Strategy: Since the main way to draw cards is by pitting, the decision is driven by the following factors.

- 1) Running on fumes is risky, but possibly worthwhile when going for the win. Weigh the risk and pit if you feel a failed risk would cost you too many positions on the track.
- 2) When running at the back near the end of Stage 1 pitting allows you to stay out during the caution at the end of the Stage, resulting in a better start position when other cars pit.
- 3) When the cards in hand are poor.

Multiple Cars Energy: Two or more cars running together often get a movement bonus from the Racing Events, so it is a good strategy to end movement with other cars directly behind or in front of your car.

NPD Drivers: When NPD Drivers are in the race, each player controls 1 or more of them. You can use the actions of your NPD Drivers to help your car and hinder your opponents' cars. They act as teammates.

Fresh Tires Reroll: Each player's car has a reroll token representing fresh tires – use it wisely. When exhausted, the ability is regained when pitting. Remember NPD Cars have no reroll ability.

Playing Action Cards: The Action cards are not equal, but if each card is played when most effective it results in the best overall movement. Example: Playing a Low Line card when you can end the base movement on the low line to gain the bonus or holding to play Dialed in when your car starts movement with a Move Over token on it.

Action Cards Clarifications: Most of the Action cards need no further clarification, but a few do and they are addressed below.

Dialed In: This card provides a base movement of 2 and a single bonus after movement. The car qualifies for the bonus based on the condition of the car at the start of the turn. So, if the car was lapped it would gain the Lapped bonus, if not Lapped, but has a Move Over token it would gain the Move Over bonus and if it has neither of the conditions the player rolls a die and gains a +2 move when rolling an even number.

Draft Run: The draft movement is only performed if the car is in line with one or more cars at the start or end of movement. If not, the draft movement is lost.

Pedal Down: This card is unique in that the bottom section of the card establishes the movement of the card rather than a maneuver. Therefore, the player may use this card to push multiple cars.

Ride The Draft: The Ride the Draft card can only be played to draw a card when the car is in a line to perform the draft. Otherwise, this card provides no movement or benefit.

Shift Gears: This card, like Pedal Down, is unique in that the bottom section of the card establishes the movement of the card rather than a maneuver. Therefore, the player may use this card to push multiple cars and still gain either movement listed on the card.

Trading Paint: This card requires that the car be on position with a car in front or beside touching the car to trade paint with. If the car has no adjacent cars, the Trading paint provides no benefit to the active car.



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